

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	13	((JEROME) near2 (MAILLOT)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2008/08/28 14:53
L2	181	((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4)) same (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L3	6	((intersect\$4 or penetrat\$4 or hit) near (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) near (ray or line)) same (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L4	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:19
L5	643	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2008/08/28 15:19
L6	3	(bound\$4 with (box or spher\$4 or polygon\$4 or polyhedr\$4)) same (model\$4 or mesh or tessellat\$4 or tessellat\$4 or tessellat\$4 or subdiv\$4) same ((intersect\$4) with (order\$4 or rank\$4 or sequen\$4 or sequen\$4 or list\$4)) same ((line or ray) with (model or mesh or primitiv\$4 or polygon\$4)) and L5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L7	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or occlus\$4 or hidden or hide) and L5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L8	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same (occlud\$4 or occlus\$4 or hidden or hide) and L5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L9	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same (occlud\$4 or occlus\$4 or hidden or hide) with (ray or line)) and L5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L10	3	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19

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L11	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interior\$4 or inset or inside\$4) with bound\$4) same ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:19
L12	202	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same (occlud\$4 or oculus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:19
L13	73	((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or oculus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:20
L14	121	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same (occlud\$4 or oculus\$4 or hidden or hide) with (ray or line))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:20
L15	0	((tessellat\$4 or subdivis\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interior\$4 or inset or inside\$4) and bound\$4) and ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4) and (convex with hull) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L16	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interior\$4 or inset or inside\$4) with bound\$4) same ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L17	0	((tessellat\$4 or subdivis\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interior\$4 or inset or inside\$4) and bound\$4) and ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4) and (convex with hull) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L18	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tessellat\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interior\$4 or inset or inside\$4) and bound\$4) and ((outer or exterior\$4 or extern\$4 or outside\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2008/08/28 15:22
L19	121	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same (occlud\$4 or oculus\$4 or hidden or hide) with (ray or line))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:22
L20	1270	(345/420).CCL.S.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2008/08/28 15:38
L21	1	(convex with hull) and (((tessellat\$4 or subdivis\$4 or subdivid\$4 or tessellat\$4) with (link\$4 or connect\$4)) and ((inner or interior\$4 or inset or inside\$4) same bound\$4) and ((outer or exterior\$4 or extern\$4 or outside\$4) same bound\$4) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice or primitiv\$4) and (bound\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:39

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L22	0	((convex with hull) and (((tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) same bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) same bound\$4) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice or primitiv\$4) and (bound\$4) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L23	0	((((tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L25	0	((((tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L27	1	((convex with hull) and (((tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) same bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) same bound\$4) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice or primitiv\$4) and (bound\$4) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:39
L28	0	((((tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L30	0	((((tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L31	0	((((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tesseilat\$4 or subdivis\$4 or subdivid\$4 or tesselat\$4) and (((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull))))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L34	26	((((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line))) same (occlud\$4 or occlus\$4 or hidden or hide) and 20	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:41
L35	24	((((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line))) same (occlud\$4 or occlus\$4 or hidden or hide) and 5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:41
L36	26	((((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line))) same (occlud\$4 or occlus\$4 or hidden or hide or obstruct\$4) and 20	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:41

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L37	25	((intersect\$4 or penetrat\$4 or hit or trace or tracing) with (ray or line))) same (occlud\$4 or occlus\$4 or hidden or hide or obstruct\$4) and 5	US-PGPUB; USPAT; USOCR; FPRS;EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2008/08/28 15:41
L38	11	("5442733" "5579455" "6115485" "6285378" "6313838" "6430589" "6445391" "6476806" "6597359" "6646639").PN. OR ("6862025").URPN.	US-PGPUB; USPAT; USOCR	OR	ON	2008/08/28 15:42
L39	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:43
L40	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tessellat\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:43
L41	1	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:43